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ABSTRACT

This guide presents an activity for helping students understand how data from the Galileo spacecraft is sent to scientists on earth. Students are asked to learn about the concepts of bit-rate and resolution and apply them to the interpretation of images from the Galileo Orbiter. (WRM)

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Grade Level: Middle school

Description: How is the data from the Galileo spacecraft sent to scientists on

Earth?

Objective: Students will learn about bit-rate and resolution, and then apply these concepts to the interpretation of images from the Galileo Orbiter.

Materials: Pencils for shading

(CCD), pixel, resolution

convert pictures into digital signals that can be **Vocabulary:** Digital signals, charge-coupled device sent as a series of ones and zeros using very little electrical power. This exercise will show you how these digital images ("pictures by the numbers") work.

Introduction

To solve this problem, cameras on the spacecraft memory, then sent back to Earth.

Because film is not returned from the spacecraft, we Except for some journey's to the Moon, all space- must use some other means to record a picture. craft sent to explore the solar system have been Most spacecraft today use cameras somewhat simione-way trips. This means that the information collar to home-use video cameras, based on chargelected, including pictures, has to be sent back to coupled devices, or CCDs. CCDs are electronic Earth electronically. At first, this would seem to be "chips" divided into a grid (see Figure 1). Each cell very easy; after all, television stations beam billions in the grid is called a picture element, or pixel. To of pictures into homes every day. However, the en- keep track of the pixels, the grid is divided into lines ergy required for TV broadcast is very high and the and samples. The area to be "pictured" is focused signal gets very weak after a few tens of kilometers. by a lens onto the CCD, which is sensitive to light --Not only is the distance in space much greater, but the more light, the higher the electrical charge. The the energy available on the spacecraft is tiny -- the electrical charge of each pixel (identified by line and total is less than the light bulb in your reading lamp. sample) is measured and recorded in computer

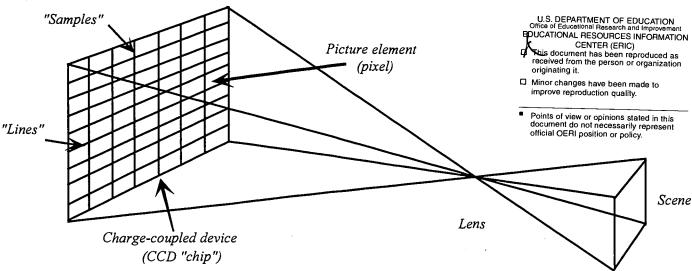


Figure 1. Charge-coupled device (CCD) cameras receive the "scene" from a lens, much like a conventional camera. Each "pixel" measures the brightness level electronically.





Graphics

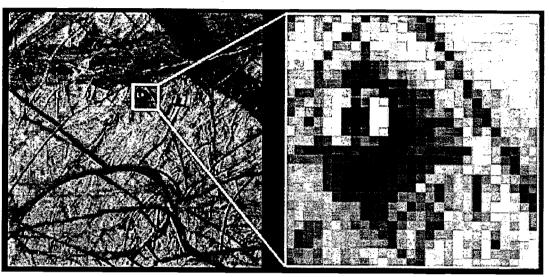
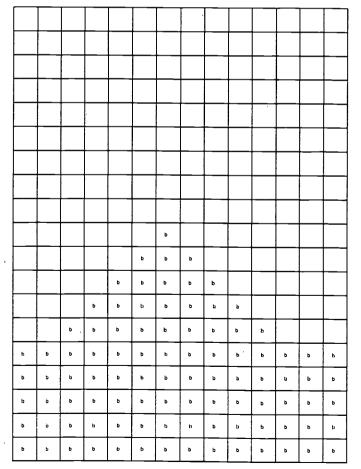


Figure 2. The picture on the left shows part of the moon of Jupiter, named Europa, taken by the CCD camera on board the Galileo spacecraft. It covers an area about 97 km (60 miles) wide. The enlargement on the right shows the actual pixels and levels of grey that make up the image.



b = black

Figure 3

2







Graphics

l = light gray
g = dark gray
b = black

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Student Worksheet

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Procedure	

Figure 2 shows an image returned from the Galileo spacecraft's CCD camera. The image is of Europa, one of Jupiter's moons. The area in the box is enlarged to show the pixels of different brightness levels (shades of gray). For simplicity, let us say that only two possible brightness values for each pixel can be returned to Earth, one value for bright pixels and the other value for dark pixels. In computer language, this would be called **1-bit** data, meaning 2¹ (2 raised to the first power), which equals 2 possible values (bright or dark). The computer attached to the camera keeps track of the value for each pixel by line and sample. Figure 3 shows a line and sample grid and the value for each pixel (blank square = white, or bright; *b* = black, or dark). Take a pencil and fill in each pixel labeled with a *b*. What do you see as the result? What type of landform might this be?

Although this is a crude picture, you should get the idea!

Now, how could we improve the result shown in Figure 3? Instead of having only black or white pixels, how about having some shades of gray? Remember that we still have to send the information on each pixel back to Earth electronically in computer form. Instead of 1-bit coding ($2^1 = 2$ values), we will use 2-bit coding, or 2^2 ($2 \times 2 = 4$ values). Now we can have white, black, and two shades of gray. Figure 4 shows a grid "map" on which b = black, g = dark gray, 1 = light gray, and blank = white. Use a pencil and shade in these tones. Now what do you see? Do you see anything that you were unable to detect in the first picture?

We could continue improving the picture by increasing the number of gray levels with 3-bit data $(2^3, \text{ or } 2 \times 2 \times 2 = 8 \text{ values})$, 4-bit data $(2^4, \text{ or } 2 \times 2 \times 2 \times 2 = 16 \text{ values})$, etc. Most of the pictures you have seen for Jupiter and its moons used 8-bit encoding (2^8) .

How many shades of gray does this represent?	_
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In fact, the human eye can separate less than two dozen shades of gray. This means that 8-bit pictures contain much more information than you could detect if you were looking directly at the area. Computer processing of the pictures enables all of the data to be used for analysis.

Can you think of some other ways of improving the picture shown in Figure 4? The grid is rather coarse, meaning there are not many pixels. Figure 5 shows the same scene but with more lines and samples of pixels. The encodement is still the same $(2^2 = 4 \text{ levels of brightness})$. Shade the pixels using the same method as in Figure 4. Now what are you able to see in the picture?

This improvement refers to **resolution**, meaning the size of the area shown by one pixel. Resolution depends on the size and number of pixels on the CCD chip, the camera lens (telephoto, normal, or wide-angle lens), and the distance to the scene.

Now when you look at a picture from space, see if you can recognize the pixels and remember how the image was returned to Earth!







Teacher Notes

Answers to Questions

1. Figure 3. A cone-shaped mountain.

Ask your students what kind of mountain might be represented. The cone shape is typical of some types of volcanoes.

- 2. Figure 4. A cone-shaped mountain with a gray cloud above it. Shadows on the mountain and the cloud which appears to be oriented toward the right from the summit.
- Now ask your students to consider the possible origin for the mountain and the cloud. This feature could be an actively erupting volcano, with the wind blowing from the left to the right.
- 3. $2^8 = 2x2x2x2x2x2x2x2x2 = 256$ shades of gray.
- 4. Figure 5. More shading gives detail on the mountain and in the cloud. In particular, there is a dark zone with a central bright stripe down the flank of the mountain. This image suggests not only that the inferred volcano is 'smoking' (active), but that lava is erupting from the summit and flowing down its flank into the foreground.

Ask your students to think about this last image as being taken of some unknown planet or moon. What could be deduced from this picture about the planetary object?

- a. The surface is made of some material strong enough to form a mountain; this could be rock or frozen water; thus it would be similar to the terrestrial ('Earthlike') planets such as Mars or Earth's Moon, or similar to the moons of the outer planets. Eliminated would be the gas giant planets, such as Jupiter, because they lack solid surfaces.
- b. The object must have an internal heat source, such as radioactive elements or internal tides, producing enough heat to lend to volcanism. In addition, it is volcanically active today. Only Earth, Io (a moon of Jupiter), and Triton (a moon of Neptune) are known to have active volcanoes.
- c. The object has an atmosphere and active winds. Venus, Earth, Mars, Triton, and Titan (a moon of Saturn) are the only known solid-surface object that have significant atmospheres and winds.

Extension

What is meant by the term bit rate? How fast can Galileo send information back to Earth? Why is this
figure lower than the anticipated value for the mission?



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